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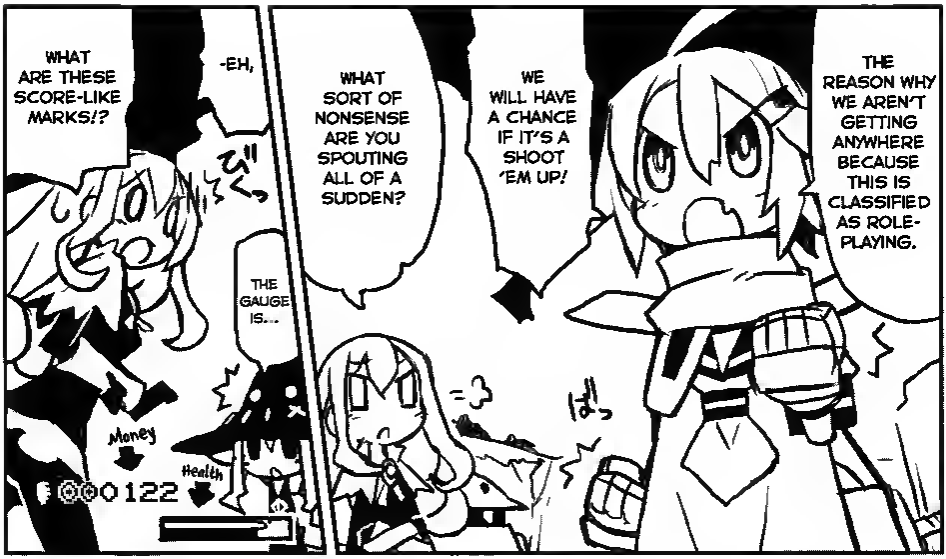
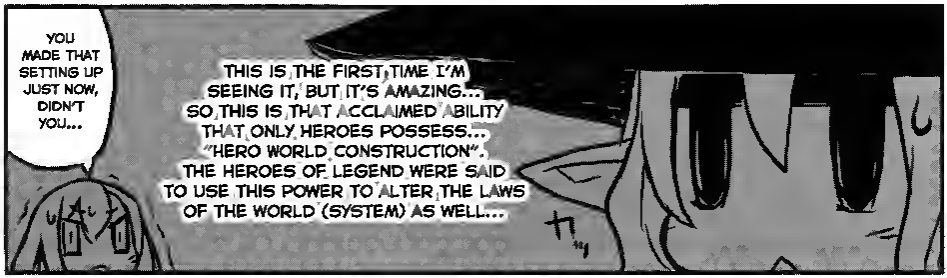
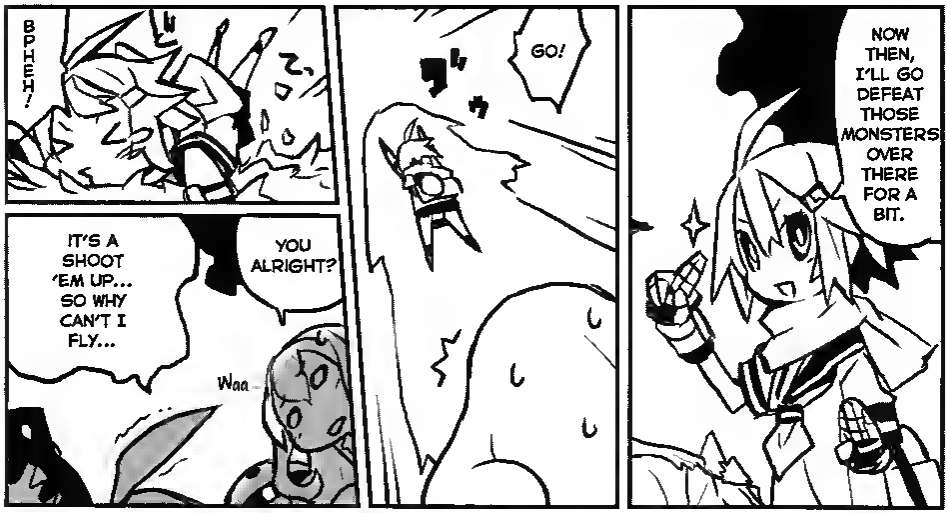
Recently the butt of jokes? ..No, it started long ago, huh


WHAT ARE THESE SCORE-LIKE MARKS!?
-EH,
THE GAUGE IS...
Money
Health
0122
WHAT SORT OF NONSENSE ARE YOU SPOUTING ALL OF A SUDDEN?
WE WILL HAVE A CHANCE IF IT'S A SHOOT 'EM UP!
THE REASON WHY WE AREN'T GETTING ANYWHERE BECAUSE THIS IS CLASSIFIED AS ROLE-PLAYING.
Ha!


YOU MADE THAT SETTING UP JUST NOW, DIDN'T YOU...
THIS IS THE FIRST TIME I'M SEEING IT, BUT IT'S AMAZING... SO THIS IS THAT ACCLAIMED ABILITY THAT ONLY HEROES POSSESS... "HERO WORLD CONSTRUCTION". THE HEROES OF LEGEND WERE SAID TO USE THIS POWER TO ALTER THE LAWS OF THE WORLD (SYSTEM) AS WELL...


BPHEH!
IT'S A SHOOT 'EM UP... SO WHY CAN'T I FLY...
YOU ALRIGHT?
Waa
GO!
NOW THEN, I'LL GO DEFEAT THOSE MONSTERS OVER THERE FOR A BIT.

■Hello, Harada here!
It started off with a mysterious manga,
but that was because I wanted to create a
self-made game for this Hero Unemployed series,
and sneakily kept how I've been developing
it on RPG Maker under wraps.

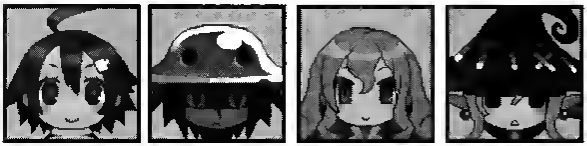
...And it became a magnificent eternity!
(a way to say that it got dropped in development)

...This isn't good! Even as I thought that,
RPG Maker VX needed a script language
called RGSS2, which would probably cause me
headaches once again, along with how I would have
to go full power in depending on others to get what
I want & the state of me being unable to play around
with the event development (this part is easy, though) in
my spare time is making this go on forever.

And thus, time passes... And so I ended up using a
tool for shoot 'em up games, called "STG
Builder", a free software which seems capable
of making nearly anything I wished for.

...That's right, it's fine if Hero Unemployed's a shoot
'em up, there's nothing wrong with a RPG-ish one! And
that's what I ended up thinking.

And the basic parts of the system are mostly done now!



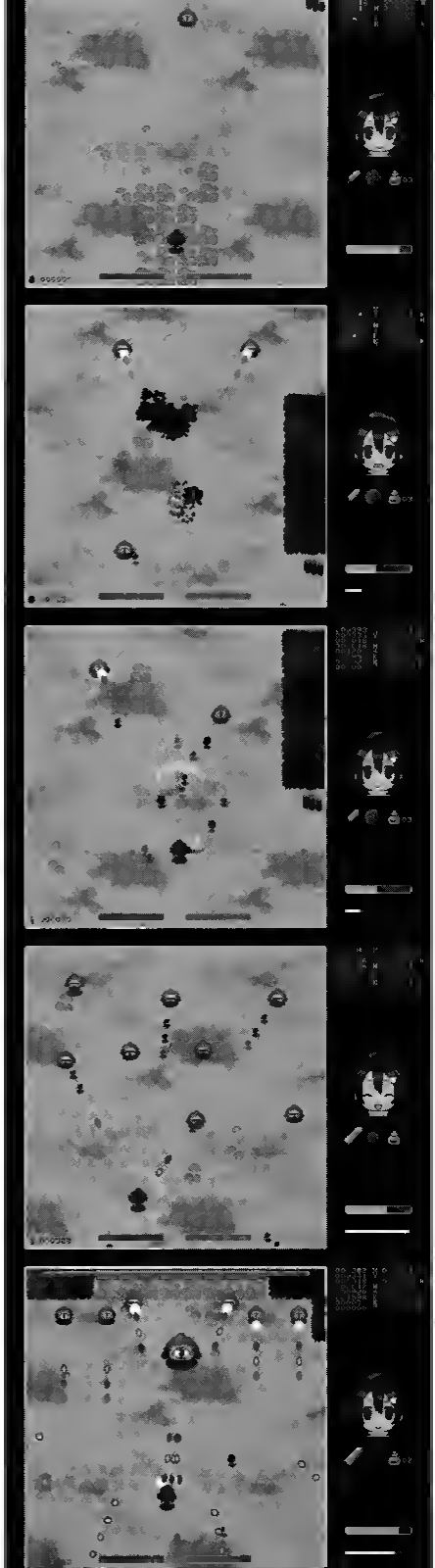
...I really did want to get a trial
out at least, alongside Winter,
but my real job's workload this year is simply
too heavy, giving me no leeway.

And of course, with all that, I wondered what to do
for Winter's new book... that's how it turned out...!
Let's use the game's roughs for the book!
That's how it turned out...!

...It should had been that way, but it's like I mostly drew
them for the book in the end and it got real thin (sweat)
I want to use these as the raw materials.
I hope to finish a trial by the next summer, at least.

Screenshots of its current condition on the right →
I release the progress on Twitter and every so often,
so please do look and play around with it if you find it.

※ The comment from Hero Aviation (2010).



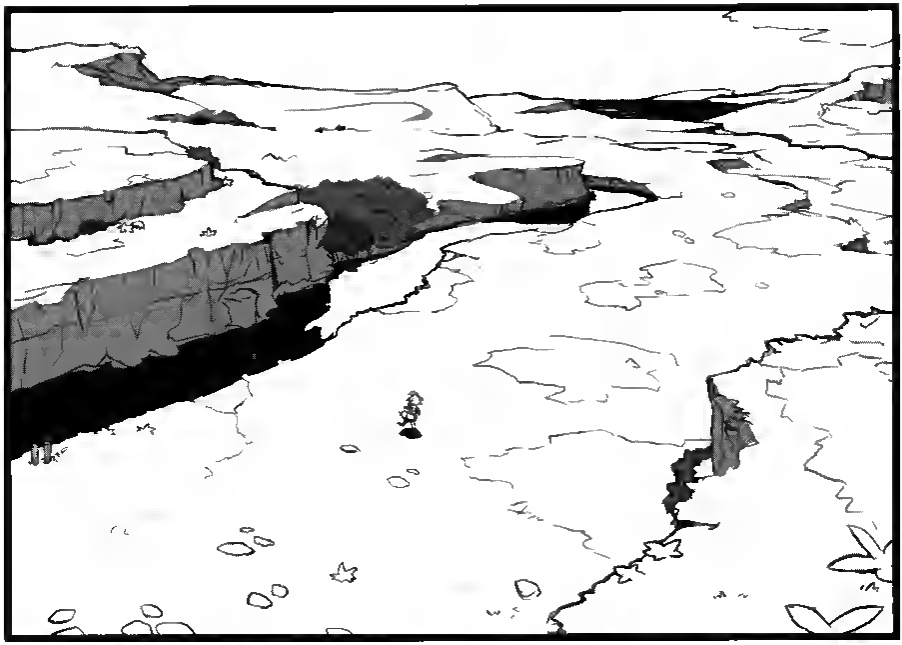
■ Roughs... that might be used as the background for the screen resolution setting window. I want to make the weapons chosen by the player, so they don't have any on.

■ Charm-chan seems like the type to mostly use ranged attacks, getting stronger when charged up, doesn't she.

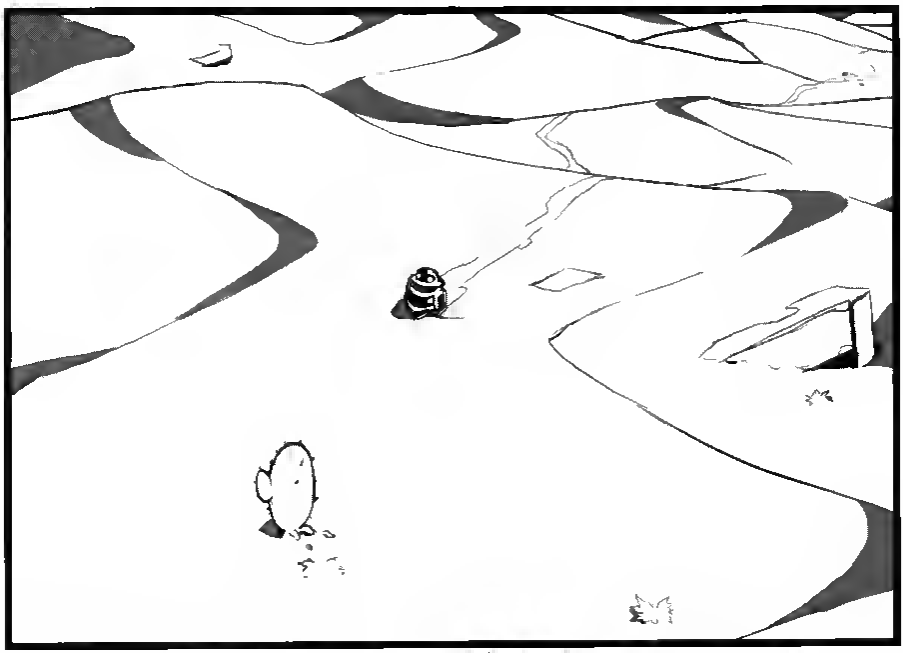
■ I feel like Mona-chan could shoot out lasers or something, I really want damage scaling from monsters and such, but that's pointless.

■ Large, strong attacks and a health-type? I'll have to think about each armour part.

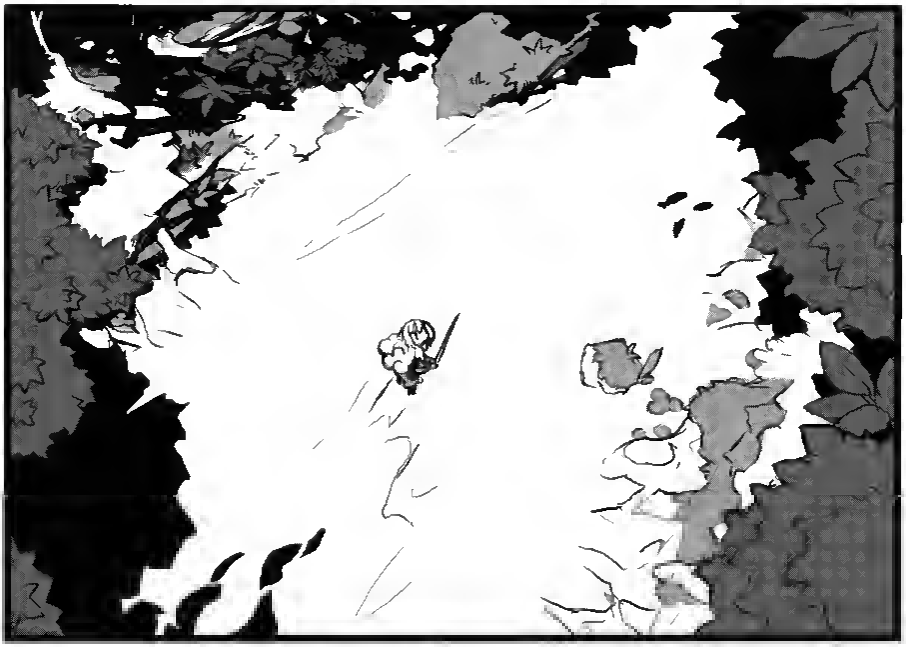
■ I want the her to be easy to use as a main character should, but I also want her to have pointlessly technical controls; it's troubling.



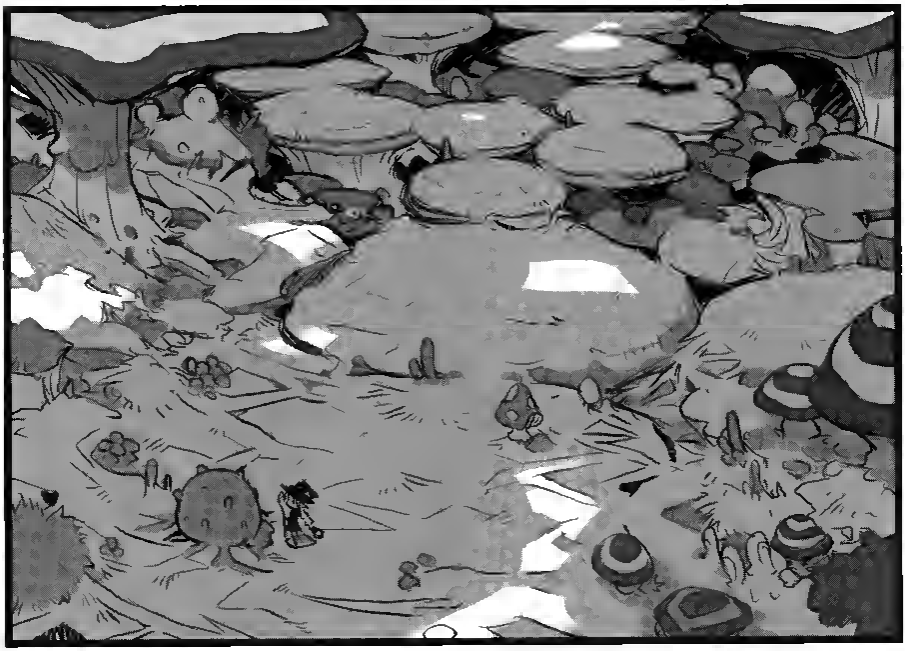
■ Stage images, it's nice how grasslands with its dimly sunny vibe goes first (a warm appeal's good...)
Starting from an image like this, I'll make the map from a set of 32x32 pixel art tiles.



■ Here's the desert, there must be traces of civilisation in the form of ruins, I guess...
Along with the harsh environment's assault, there's also moving cacti, sandworms and stuff!



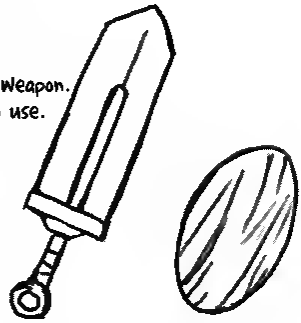
■ The forest, might be nice to have bad visiblity, terrain and such... Tiles for this will be hard... In the river would be stuff like candirus, needlefishes, and the Geso Majin, likely all strong enemies!



■ A dim, mysterious place?-ish mushroom forest... Mushroom Forest sounds like some chocolate pastry... Vapour, spores and bugs will definitely attack... I hope to be able to have various other stages as well.

■ The boss character, Death Usagi Bro.
It really is too big, isn't it?

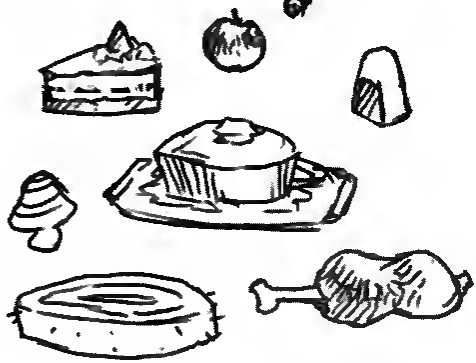
■ Mahiro-san's weapon.
Probably easy to use.



■ Warty Combo.
Probably Mail-san's weapon.
I want around four weapons per character.

■ All of the enemies are Kurosu-san in the testing phase, so I really do have to get that person's consent, don't I.

■ There's various other weapons, I want to make them all into icons through pixel art.



■ Having service shots appear when bombs are used, like a certain STG might be good too.

■ I want to have more than enough types of recovery items in the form of food.
I really have to make them look delicious.

■ The discarded, replaced back cover for the previous volume, I wanted them to be side-by-side due to their colours. (it's in black and white, though)

■ Pixel art at a fighting game-esque size, it's nice seeing girls with differing heights line up, isn't it...

Good day, I'm Harada Takehito.
This book is the compilated edition for the original manga series, Hero Unemployed, a collection of volumes 1 to 5.

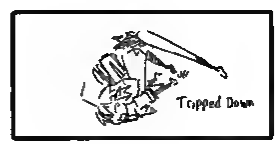
It took an amazingly high number of years to draw just this many pages, but please treat it kindly...

And as I'm really busy with game development in my actual job, there's been hardly any progress on the Hero Unemployed game project which I've been doing in my spare time...

As expected, I really can focus more of my ability on the STG. Despite how the source's a manga with RPG-like elements...!

I really do hope to continue this manga...!
(it stopped at a "to be continued"...)

And with that, I hope to work hard and make sure I get something tangible out by 2012.



奥付

勇者再録
発行：原田屋
印刷：HOPE21
発行日：2011.12.31
連絡先：http://www4.ocn.ne.jp/~u1h/

HARADAYA